
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Yep, trying only width as well, same.

Anyway, done simple test case with main code as in grafx, and while test case can be wrong , it show kind of same distortion as we have in the grafx.

I.e. it didn't show "the SDL 1 pixel transparent cursor" as intended by code, but instead some garbled stuff of 16x16 area or so. On win32 that code works correctly,

```
#include <SDL/SDL.h>
```

```
int mousex, mousey;
```

```
static SDL_Cursor* cur = NULL;
```

```
static uint8_t cursorData = 0;
```

```
SDL_Surface* init_sdl(int width, int height)
```

```
{  
    SDL_Init(SDL_INIT_VIDEO);  
    return SDL_SetVideoMode(width, height, 0, SDL_HWSURFACE | SDL_DOUBLEBUF);  
}
```

```
void exit_sdl(SDL_Surface* surface)
```

```
{  
    SDL_FreeSurface(surface);  
    SDL_Quit();  
}
```

```
// Chopped down even function
```

```
int events()
```

```
{  
    SDL_Event event;  
    while(SDL_PollEvent(&event))  
    {  
        switch(event.type)  
        {
```

```

case SDL_MOUSEMOTION:
    mousex = event.motion.x;

    mousey = event.motion.y;
    break;

case SDL_QUIT: return 0;
}
}
return 1;
}

int main()
{
    SDL_Surface *surf = init_sdl(640, 480);
    SDL_FreeCursor(cur);
    cur = SDL_CreateCursor(&cursorData, &cursorData, 1,1,0,0);

    while(events())
    {
        if (cur != NULL)
        {
            SDL_SetCursor(cur);
            SDL_ShowCursor(SDL_ENABLE); // show the SDL 1 pixel transparent cursor
        }
        else
        {
            //failed to create the 1 pixel transparent cursor
            SDL_ShowCursor(SDL_DISABLE); // Hide the SDL mouse cursor, we use our own internal one
        }
    }

    exit_sdl(surf);
}

```

Compile as: pc-amigaos-gcc test.c -o test -ISDL -lpthread